Hero System Cheat Sheet

Hero System task resolution is not difficult. If you can make a bowl of cereal, you can play Hero System.

What’s Your OCV?

(Dex/3) + Levels = OCV

1) Divide your Dexterity by 3 (round to closest whole number). This number is both your OCV and your DCV.

   DEX 16 / 3 = OCV 5, DCV 5
   DEX 17 / 3 = OCV 6, DCV 6

2) If you have “Levels” with a weapon or an attack, add them to your OCV when you use that attack. Write this down once, and you’ll never need to think about it again.

   If a character has Dex 16, and 4 Levels with daggers you write down:
   OCV 5, DCV 5
   OCV 9 with daggers

Did You Hit?

1) Add 11 to your OCV.
   (same character as above)
   11+ OCV 5 = 16
   11 + OCV 9 (with daggers) = 20

2) To hit a target, roll 3d6 (3 six-sided dice), and subtract the total from your (11+OCV). Write this down once, and you’ll never need to think about it again.
   (same character as above)
   16 – Roll = DCV hit
   20 – Roll = DCV hit (with daggers)
   (rolling a “12” on 3d6)
   16 – 12 = DCV 4

Doing Damage

1) Divide your Strength by 5 (round to closest whole number). This is the base amount of damage dice you do with a punch, or whatever. If you are using a weapon, the GM will tell you how much damage it does.

   STR 17 / 5 = 3d6
   STR 18 / 5 = 4d6

2) To do damage, you roll these dice.

3) Add up all the dots that show. This is the Stun damage.

4) Count how many dice there are. If it rolled a “6”, that die counts twice. If it rolled a “1”, that die doesn’t count at all. (Usually, it all evens out.) This number is called the Body damage.

   6,3,1,1 = 3 Body

5) Is the attacker using her fists, a club, or something else blunt? Then the attack is called Normal. Your character’s natural Physical Defense (PD) and her armor both protect her from Normal attacks.
   Attacker rolls 13 Stun and 4 Body on a Normal attack.
   Defender has 3 Armor and 4 PD.
   13 Stun – 7 (armor + PD) = 6 Stun taken
   4 Body – 7 (armor + PD) = no Body taken

6) Is the attacker using a sharp weapon, or claws? Then the attack is called Killing. Only your armor protects you from the Body damage from Killing attacks, but both your armor and your PD protect you from the Stun.
   Attacker rolls 13 Stun and 4 Body on a Killing attack.
   Defender has 3 Armor and 4 PD.
   13 Stun – 7 (armor + PD) = 6 Stun taken
   4 Body – 3 (armor only) = 1 Body taken

   There is another, far more complicated way of figuring Killing Attacks. If your GM uses it, let him try to explain it to you. It’s annoying and needlessly complex.

7) You always take at least as much Stun damage as Body damage. If you take 2 Body past your armor and PD, you must take at least 2 Stun from that attack. That Stun doesn’t come back until the Body comes back (resting, healing, eating chicken soup, etc.)